Thank you for planning a visit to the Children's Museum at La Habra! This story will help you prepare for your visit. If you have any other needs or questions, please let our staff know.

We're so happy you're here!
To get inside the museum, I will walk past the butterfly statue and up the stairs. Look for the doors with glass windows in them.

Only water is allowed in the museum, but I can have my snack outside in the park.

Inside is the lobby and front desk. I will wait while my grownup buys our tickets and signs a form.
Museum workers and volunteers wear a red shirt or apron. They will help me if I need help or have a question.

I'll use my walking feet and stay with my grownup in the museum. I need to be safe during my visit here!
Bathrooms are down the hallway to the left of the front desk.

The Family Art Center is located to the right of the front desk. I can make art here or try a sensory activity.
The first room I see is the Science Station. I can drive a racecar, harvest vegetables, and more.

There's even a dig pit so I can look for fossils! I will keep the sand inside so it doesn't fall on the floor.
Next is the Kids on Stage gallery. It has everything I need to put on a show!

There are costumes and dress up clothes that I can try on. I'll pretend to be a firefighter, or maybe an astronaut!
At the end of the hallway is the Centennial Farm exhibit.

It shows what life was like in La Habra 100 years ago. I can pick fruit, make dinner in the farm house, or dress up like a barnyard animal.
Back down the hallway and past the Science Station is the Carousel Room. This is the home of Buster the Bus.

The carousel has 8 different hand-carved animals. If I am shorter than the line on the sign, I can ride on it! I just need to wait in line for my turn.
Next is the Train Station room. The museum used to be a train station! I'll wait until the timer gets to zero, then push the button to make the trains move.

Continuing down the hallway, I see the STEAM Lab. In here I can build a rollercoaster ramp, watch scarves blow up the wind tunnel, or use the magnet gears.
The last room down the hallway is the Nature Walk gallery. The big animals are real, but they're not alive.

If I need some time to reset, I can go in to the calming room. It's to the right of the front desk, next to the art room.